

Ashdown Project
Sylvia Underground Molybdenum Mine

Environmental Assessment
May 2006

APPENDIX 1

List of Permits and Approvals

Appendix 1. LIST OF PERMITS AND APPROVALS	
Federal Government	
Bureau of Land Management	<ul style="list-style-type: none"> • Plan of Operations • Special Use Permits • Reclamation Bond
Mine Safety & Health Administration	<ul style="list-style-type: none"> • Mine Identification Number • Legal Identity Report • Miner Training Plan Approval • Ground Control Approval
Treasury Department (Bureau of Alcohol, Tobacco & Firearms)	<ul style="list-style-type: none"> • Explosives Use Permit
State Government	
Division of Environmental Protection Bureau of Mining Regulation & Reclamation	<ul style="list-style-type: none"> • Water Pollution Control Permit • Reclamation Permit
Division of Environmental Protection Bureau of Air Quality	<ul style="list-style-type: none"> • Facility Operating Permit • Surface Disturbance Permit
Division of Environmental Protection	<ul style="list-style-type: none"> • Stormwater Discharge Permit
Division of Water Resources	<ul style="list-style-type: none"> • Water Rights and Appropriations
Division of Wildlife	<ul style="list-style-type: none"> • Industrial Artificial Pond Permit
Division of Historic Preservation & Archaeology	<ul style="list-style-type: none"> • SHPO Consultation- Historic Preservation Consultation (Section 106 Clearance)
Division of Minerals	<ul style="list-style-type: none"> • Mine Registry • Annual Status & Protection Report • Abatement of Hazardous Conditions Fee
Division of Mines State Mine Inspector	<ul style="list-style-type: none"> • Notification of Opening a New Mine
Department of Commerce State Fire Marshall	<ul style="list-style-type: none"> • Hazardous Materials Permit • Fire & Life Safety
Division of Health Consumer Health Protective Services	<ul style="list-style-type: none"> • Sanitation Permit
County Government	
Humboldt County	<ul style="list-style-type: none"> • Building Permit • Business License • Notification of Operations • Road Use Permit